

09/28/01

ISSUE CLASSIFICATION	
Class	Subclass

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PATENT NUMBER

U.S. **UTILITY** Patent Application

<p>O.I.P.E.</p> <p>SCANNED <u>10-3</u> Q.A. <u>LR</u></p>	<p>PATENT DATE</p>
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APPLICATION NO. 09/964801	CONT/PRIOR F	CLASS 463	SUBCLASS 30	ART UNIT 3711 3713	EXAMINER Marks Brockett
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APPLICANTS

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Time

Turn based video game that displays character battle sequence

ISSUING CLASSIFICATION															
ORIGINAL					CROSS REFERENCE(S)										
CLASS			SUBCLASS		CLASS	SUBCLASS (ONE SUBCLASS PER BLOCK)									
INTERNATIONAL CLASSIFICATION															

☐ Continued on Issue Slip Inside File Jacket

<input type="checkbox"/> TERMINAL DISCLAIMER	DRAWINGS		CLAIMS ALLOWED	
	Sheets Dwg.	Figs. Dwg.	Print Fig.	Total Claims
<input type="checkbox"/> The term of this patent subsequent to _____ (date) has been disclaimed.	_____ (Assistant Examiner) (Date)		NOTICE OF ALLOWANCE MAILED	
<input type="checkbox"/> The term of this patent shall not extend beyond the expiration date of U.S Patent. No. _____ _____ _____	_____ (Primary Examiner) (Date)		ISSUE FEE	
			Amount Due	Date Paid
<input type="checkbox"/> The terminal _____ months of this patent have been disclaimed.	_____ (Legal Instruments Examiner) (Date)		ISSUE BATCH NUMBER	

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